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1 Stream query processing I: Approximate join processing over data streams

Abhinandan Das, Johannes Gehrke, Mirek Riedewald

June 2003 **Proceedings of the 2003 ACM SIGMOD international conference on Management of data**Full text available: [pdf\(292.87 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We consider the problem of approximating sliding window joins over data streams in a data stream processing system with limited resources. In our model, we deal with resource constraints by shedding load in the form of dropping tuples from the data streams. We first discuss alternate architectural models for data stream join processing, and we survey suitable measures for the quality of an approximation of a set-valued query result. We then consider the number of generated result tuples as the q ...

2 Evaluation of the streams-C C-to-FPGA compiler: an applications perspective

Jan Frigo, Maya Gokhale, Dominique Lavenier

February 2001 **Proceedings of the 2001 ACM/SIGDA ninth international symposium on Field programmable gate arrays**Full text available: [pdf\(130.81 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Streams-C compiler ([5]) synthesizes hardware circuits for reconfigurable FPGA-based computers from parallel C programs. The Streams-C language consists of a small number of libraries and intrinsic functions added to a synthesizable subset of C, and supports a communicating process programming model. The processes may be either software or hardware processes, and the compiler manages communication among the processes transparently to the programmer. For the hardware processes, the compi ...

Keywords: FPGA, FPGA design tools, configurable computing, hardware-software co-design, high-level synthesis, silicon compiler

3 Rapidly building synchronous collaborative applications by direct manipulation

Guruduth Banavar, Sri Doddapaneni, Kevan Miller, Bodhi Mukherjee

November 1998 **Proceedings of the 1998 ACM conference on Computer supported cooperative work**Full text available: [pdf\(1.08 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Java Beans, client-server synchronous collaboration, rapid application development, software components, visual programming

4 Streaming services: Streaming media middleware is more than streaming media

Lawrence A. Rowe

October 2001 Proceedings of the 2001 international workshop on Multimedia middlewareFull text available:  pdf(607.36 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Middleware for streaming media requires services other than media capture, encoding/decoding, network transmission, and presentation. Specifically most streaming media applications are distributed applications so they require the services being developed to support client/server and peer-to-peer applications. They also require multicast application services such as soft-state announce/listen protocols, reliable multicast protocols, and publish/subscribe multicast protocols. Some applications req ...

5 An orthogonal taxonomy for hyperlink anchor generation in video streams using OvalTine

Jason McC. Smith, David Stotts, Sang-Uok Kum

May 2000 Proceedings of the eleventh ACM on Hypertext and hypermediaFull text available:  pdf(332.93 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: automated anchor generation, collaboration, digital video, hypervideo, streaming video

6 Monitoring data archives for grid environments

Jason Lee, Dan Gunter, Martin Stoufer, Brian Tierney

November 2002 Proceedings of the 2002 ACM/IEEE conference on SupercomputingFull text available:  pdf(107.31 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Developers and users of high-performance distributed systems often observe performance problems such as unexpectedly low throughput or high latency. To determine the source of these performance problems, detailed end-to-end monitoring data from applications, networks, operating systems, and hardware must be correlated across time and space. Researchers need to be able to view and compare this very detailed monitoring data from a variety of angles. To address this problem, we propose a relational ...

7 The Jupiter audio/video architecture: secure multimedia in network places

Pavel Curtis, Michael Dixon, Ron Frederick, David A. Nichols

January 1995 Proceedings of the third ACM international conference on MultimediaFull text available:  htm(72.37 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: audio, collaboration, encryption, multicast, network places, security, video

8 System applications and experience: On the introduction of quality of service awareness in legacy distributed applications

R. Canonico, M. D'Arienzo, B. Fadini, S. P. Romano, G. Ventre

July 2002 Proceedings of the 14th international conference on Software engineering and knowledge engineeringFull text available:  pdf(314.31 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

A number of distributed applications require communication services with Quality of Service (QoS) guarantees. Work undertaken within the Internet Engineering Task Force (IETF) has

led to the definition of novel architectural models for the Internet with QoS support. According to these models, the network has to be appropriately configured in order to provide applications with the needed performance guarantees. In a first proposal, called Integrated Services, applications need to explicitly inter ...

Keywords: distributed applications, programming language, quality of service

9 Semantic multicast: intelligently sharing collaborative sessions

Son Dao, Eddie Shek, Asha Vellaikal, Richard R. Muntz, Lixia Zhang, Miodrag Potkonjak, Ouri Wolfson

June 1999 **ACM Computing Surveys (CSUR)**

Full text available:  pdf(185.07 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We introduce the concept of semantic multicast to implement a large-scale shared interaction infrastructure providing mechanisms for collecting, indexing, and disseminating the information produced in collaborative sessions. This infrastructure captures the interactions between users (as video, text, audio and other data streams) and promotes a philosophy of filtering, archiving, and correlating collaborative sessions in user and context sensitive groupings. The semantic multicast service e ...

10 Long term preservation of digital information

Raymond A. Lorie

January 2001 **Proceedings of the first ACM/IEEE-CS joint conference on Digital libraries**

Full text available:  pdf(189.10 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The preservation of digital data for the long term presents a variety of challenges from technical to social and organizational. The technical challenge is to ensure that the information, generated today, can survive long term changes in storage media, devices and data formats. This paper presents a novel approach to the problem. It distinguishes between archiving of data files and archiving of programs (so that their behavior may be reenacted in the future). For the archiving of ...

Keywords: archival, digital documents, digital information, digital library, emulation, preservation

11 Research sessions: data mining applications: Diamond in the rough: finding

Hierarchical Heavy Hitters in multi-dimensional data

Graham Cormode, Flip Korn, S. Muthukrishnan, Divesh Srivastava

June 2004 **Proceedings of the 2004 ACM SIGMOD international conference on Management of data**

Full text available:  pdf(372.53 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Data items archived in data warehouses or those that arrive online as streams typically have attributes which take values from multiple hierarchies (e.g., time and geographic location; source and destination IP addresses). Providing an aggregate view of such data is important to summarize, visualize, and analyze. We develop the aggregate view based on certain hierarchically organized sets of large-valued regions ("heavy hitters"). Such Hierarchical Heavy Hitters (HHHs) were previously introduced ...

12 High-speed distributed data handling for on-line instrumentation systems

William E. Johnston, William Greiman, Gary Hoo, Jason Lee, Brian Tierney, Craig Tull, Douglas Olson

November 1997 **Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available:  pdf(436.36 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

The advent (and promise) of shared, widely available, high-speed networks provides the

potential for new approaches to the collection, organization, storage, and analysis of high-speed and high-volume data streams from high data-rate, on-line instruments. We have worked in this area for several years, have identified and addressed a variety of problems associated with this scenario, and have evolved an architecture, implementations, and a monitoring methodology that have been successful in addre ...

13 Reception and posters: Securing media for adaptive streaming

Chitra Venkatramani, Peter Westerink, Olivier Verscheure, Pascal Frossard

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available:  pdf(233.56 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes the ARMS system which enables secure and adaptive rich media streaming to a large-scale, heterogeneous client population. The secure streaming algorithms ensure end-to-end security while the content is adapted and streamed via intermediate, potentially untrusted servers. ARMS streaming is completely standards compliant and to our knowledge is the first such end-to-end MPEG-4-based system.

Keywords: MPEG-4, adaptive, encrypted, scalability, streaming, video server

14 Demonstration session 1: ARMS: adaptive rich media secure streaming

Lisa Amini, Raymond Rose, Chitra Venkatramani, Olivier Verscheure, Peter Westerink, Pascal Frossard

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available:  pdf(179.94 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this demonstration we present the ARMS system which enables secure and adaptive rich media streaming to a large-scale, heterogeneous client population. The ARMS system dynamically adapts streams to available bandwidth, client capabilities, packet loss, and administratively imposed policies - all while maintaining full content security. The ARMS system is completely standards compliant and to our knowledge is the first such end-to-end MPEG-4-based system.

Keywords: MPEG-4, adaptive, encrypted, scalability, streaming, video server

15 Automatic content-based retrieval of broadcast news

M. G. Brown, J. T. Foote, G. J. F. Jones, K. Sparck Jones, S. J. Young

January 1995 **Proceedings of the third ACM international conference on Multimedia**

Full text available:  htm(61.60 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: ATM, atm, browsing, content-based retrieval, information retrieval, multimedia, television news, text subtitles

16 Switched multiple instruction, multiple data stream processing

C. H. Radoy, G. J. Lipovski

December 1974 **ACM SIGARCH Computer Architecture News , Proceedings of the 2nd annual symposium on Computer architecture**, Volume 3 Issue 4

Full text available:  pdf(561.46 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

A new architecture is proposed for the effective use of program memory in highly parallel applications. This architecture is particularly suited (but not limited) to being built with standard microprocessors. This architecture utilizes a combination of the state switching idea of the SIMD organization and the multiple data stream idea of MIMD organizations. Through scheduling, the program segments are broadcast at the times required to achieve

efficient utilization of the parallel processing arr ...

17 PODS invited talk: Models and issues in data stream systems

Brian Babcock, Shivnath Babu, Mayur Datar, Rajeev Motwani, Jennifer Widom

June 2002 **Proceedings of the twenty-first ACM SIGMOD-SIGACT-SIGART symposium on Principles of database systems**

Full text available:  pdf(257.79 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this overview paper we motivate the need for and research issues arising from a new model of data processing. In this model, data does not take the form of persistent relations, but rather arrives in multiple, continuous, rapid, time-varying *data streams*. In addition to reviewing past work relevant to data stream systems and current projects in the area, the paper explores topics in stream query languages, new requirements and challenges in query processing, and algorithmic issues.

18 Streams, structures, spaces, scenarios, societies (5s): A formal model for digital libraries

Marcos André Gonçalves, Edward A. Fox, Layne T. Watson, Neill A. Kipp

April 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 2

Full text available:  pdf(318.85 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Digital libraries (DLs) are complex information systems and therefore demand formal foundations lest development efforts diverge and interoperability suffers. In this article, we propose the fundamental abstractions of Streams, Structures, Spaces, Scenarios, and Societies (5S), which allow us to define digital libraries rigorously and usefully. Streams are sequences of arbitrary items used to describe both static and dynamic (e.g., video) content. Structures can be viewed as labeled directed gra ...

Keywords: applications., definitions, foundations, taxonomy

19 Distance education: Classroom and support innovation using IP video and data collaboration techniques

Jim Leonard, Elizabeth Riley, E. Michael Staman

October 2003 **Proceeding of the 4th conference on Information technology curriculum**

Full text available:  pdf(390.84 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Distance education strives to provide a rich, near-classroom experience to non-classroom students. Studies of the many facets of distance education have become increasingly common [21][2][22], and within recent years many universities have experimented with various formats in an effort to determine their effectiveness. Some studies have developed frameworks for discussion of appropriate tools and techniques [10], while others have provided us with more detailed guides for implementation and eval ...

Keywords: IP video, classroom innovation, data collaboration, distance education, evolving technologies, video on demand

20 pC++/streams: a library for I/O on complex distributed data sources

Jacob Gotwals, Suresh Srinivas, Dennis Gannon

August 1995 **ACM SIGPLAN Notices , Proceedings of the fifth ACM SIGPLAN symposium on Principles and practice of parallel programming**, Volume 30 Issue 8

Full text available:  pdf(366.06 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The design and implementation of portable, efficient, and expressive mechanisms for I/O on complex distributed data structures—such as found in adaptive parallel applications—is a challenging problem that we address in this paper. We describe the design, programmer interface, implementation, and performance of pC++/streams, a library that provides an

expressive mechanism for I/O on distributed arrays of variable-sized objects in pC++, an object-paralle ...

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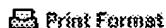
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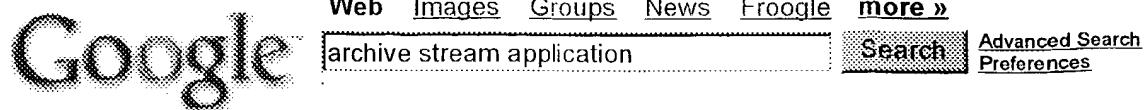
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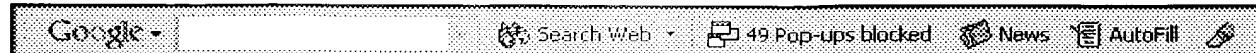
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	94	((network and server and client and java) and stream\$5) and purg\$5	USPAT	2003/09/24 22:22
	80	((network and server and client and java) and stream\$5) and purg\$5) and path	USPAT	2003/09/24 22:23
	66	((((network and server and client and java) and stream\$5) and purg\$5) and path) and algorithm	USPAT	2003/09/24 22:23
	65	(((((network and server and client and java) and stream\$5) and purg\$5) and path) and algorithm) and web\$8	USPAT	2003/09/24 22:26
	2	("6,615,258") or ("6,408,294").PN.	USPAT	2004/02/02 22:28
	1	("6,289,382").PN.	USPAT	2003/09/25 01:01
	1	("6311221").PN.	USPAT	2003/11/02 12:37
	24161	(JAR or (Java adj archive adj file))	USPAT	2003/11/02 14:11
	4161	((JAR or (Java adj archive adj file))) and stream\$	USPAT	2003/11/02 13:24
	471	((((JAR or (Java adj archive adj file))) and stream\$) and predict\$)	USPAT	2003/11/02 13:25
	39	((((JAR or (Java adj archive adj file))) and stream\$) and predict\$) and engine	USPAT	2003/11/02 13:28
	10	(((((JAR or (Java adj archive adj file))) and stream\$) and predict\$) and engine) and java	USPAT	2003/11/02 13:28
	7	((((((JAR or (Java adj archive adj file))) and stream\$) and predict\$) and engine) and java) and client and server	USPAT	2003/11/02 13:29
	7	((((((JAR or (Java adj archive adj file))) and stream\$) and predict\$) and engine) and java) and client and server) and model\$	USPAT	2003/11/02 13:29
	4	((((((JAR or (Java adj archive adj file))) and stream\$) and predict\$) and engine) and java) and client and server) and model\$) and library	USPAT	2003/11/02 13:26
	4	((((((JAR or (Java adj archive adj file))) and stream\$) and predict\$) and engine) and java) and client and server) and model\$) and compress\$	USPAT	2003/11/02 13:29
	3	((((((((JAR or (Java adj archive adj file))) and stream\$) and predict\$) and engine) and java) and client and server) and model\$) and compress\$) and (((((((JAR or (Java adj archive adj file))) and stream\$) and predict\$) and engine) and java) and client and server) and model\$) and library	USPAT	2003/11/02 13:27
	252	((((JAR or (Java adj archive adj file))) and stream\$) and engine	USPAT	2003/11/02 13:28
	22	((((JAR or (Java adj archive adj file))) and stream\$) and engine) and java	USPAT	2003/11/02 13:28
	16	(((((JAR or (Java adj archive adj file))) and stream\$) and engine) and java) and client and server) and model\$	USPAT	2003/11/02 13:29
	8	((((((JAR or (Java adj archive adj file))) and stream\$) and engine) and java) and client and server) and model\$) and compress\$	USPAT	2003/11/02 13:30
	18	(((((JAR or (Java adj archive adj file))) and stream\$) and engine) and java) and client and server	USPAT	2003/11/02 13:30
	1	("6,408,294").PN.	USPAT	2003/11/02 13:58
	1	("4253561").PN.	USPAT	2003/11/02 14:07
	2003	engine and java	USPAT	2003/11/02 14:11

-	85	(engine and java) and (engine same predict\$)	USPAT	2003/11/02 14:12
-	62	((engine and java) and (engine same predict\$)) and stream\$	USPAT	2003/11/02 14:12
-	25	((((engine and java) and (engine same predict\$)) and stream\$) and (predict\$ same model\$))	USPAT	2003/11/02 14:12
-	1	(US-6523027-\$).did.	USPAT	2003/11/02 14:20
-	1	"6574618"	USPAT	2003/11/02 14:21
-	1	6574618.pn.	USPAT	2003/11/02 15:44
-	0	6574618.URPN.	USPAT	2003/11/02 14:22
-	2	6311221.URPN.	USPAT	2003/11/02 14:24
-	223	streamlet	USPAT	2003/11/02 15:44
-	1	(streamlet and stream\$) and (java or jar)	USPAT	2003/11/02 15:45
-	1	streamlet and (streamlet same predict)	USPAT	2003/11/02 16:50
-	14	streamlet and (streamlet same predict\$)	USPAT	2003/11/02 15:46
-	4870	stream\$ same predict\$	USPAT	2003/11/02 15:48
-	82	(stream\$ same predict\$) and (java or Jar)	USPAT	2003/11/02 15:49
-	1	((stream\$ same predict\$) and (java or Jar)) and (java and Jar)	USPAT	2003/11/02 15:48
-	64	(stream\$ same predict\$) and (java)	USPAT	2003/11/02 15:49
-	34	((stream\$ same predict\$) and (java)) and engine	USPAT	2003/11/02 15:52
-	392	advertise\$5 same stream\$	USPAT	2003/11/02 15:52
-	308	(advertise\$5 same stream\$) and (internet or network)	USPAT	2003/11/02 15:53
-	1	((advertise\$5 same stream\$) and (internet or network)) and (JAR same stream\$)	USPAT	2003/11/02 15:54
-	0	6625581.URPN.	USPAT	2003/11/02 16:32
-	1	6625581.pn. and (stream\$ same file)	USPAT	2003/11/02 16:32
-	1	streamlet and (streamlet same map\$)	USPAT	2003/11/02 16:52
-	223	streamlet and stream\$	USPAT	2003/11/02 16:50
-	5363	stream\$ same map\$	USPAT	2003/11/02 16:56
-	248	(stream\$ same map\$) and java	USPAT	2003/11/02 16:52
-	126	((stream\$ same map\$) and java) and library	USPAT	2003/11/02 16:52
-	91	((((stream\$ same map\$) and java) and library) and engine	USPAT	2003/11/02 16:53
-	78	(((stream\$ same map\$) and java) and library) and engine) and track\$	USPAT	2003/11/02 16:56
-	14	6292827.URPN.	USPAT	2003/11/02 17:03
-	1	("6427149").PN.	USPAT	2004/02/02 19:22
-	2	"6535894"	USPAT	2004/02/02 19:30
-	1	("6148340").PN.	USPAT	2004/02/02 19:56
-	1	("6230184").PN.	USPAT	2004/02/02 20:00
-	0	java adj micro adj edition	USPAT	2004/02/02 20:00

-	1	J2ME	USPAT	2004/02/02 20:00
-	1	("6535894").PN.	USPAT	2004/02/02 23:10
-	1	("6,427,149").PN.	USPAT	2004/02/02 23:10
-	1	("6,230,184").PN.	USPAT	2004/02/03 15:33
-	1	weight same (path near5 algorithm) same stream\$3	USPAT	2004/05/07 12:49
-	8	weight same (path near5 algorithm) same stream\$3	USPAT; US-PGPUB	2004/02/03 15:58
-	11	weight same (path same algorithm) same stream\$3	USPAT; US-PGPUB	2004/02/03 15:58
-	3	(weight same (path same algorithm) same stream\$3) not (weight same (path near5 algorithm) same stream\$3)	USPAT; US-PGPUB	2004/02/03 15:58
-	85	(path near5 algorithm) same stream\$3	USPAT; US-PGPUB	2004/02/03 16:32
-	53	(path near5 algorithm) same stream\$3	USPAT	2004/02/03 15:58
-	52	((path near5 algorithm) same stream\$3) not (weight same (path same algorithm) same stream\$3) not (weight same (path near5 algorithm) same stream\$3)	USPAT	2004/02/03 16:02
-	19	((path near5 algorithm) same stream\$3) not (weight same (path same algorithm) same stream\$3) not (weight same (path near5 algorithm) same stream\$3)) and weight\$3	USPAT	2004/02/03 16:02
-	8	(frequent\$2 near3 used near2 file) same stream\$3	USPAT; US-PGPUB	2004/02/03 19:06
-	12	(common\$2 near3 used near2 file) same stream\$3	USPAT; US-PGPUB	2004/02/03 16:36
-	1	("6085193").PN.	USPAT	2004/02/03 22:51
-	24	6085193.URPN.	USPAT	2004/02/03 22:34
-	1	("5878223").PN.	USPAT	2004/02/03 23:01
-	1	("6463508").PN.	USPAT	2004/02/04 00:49
-	2	(("6065046") or ("5802292")).PN.	USPAT	2004/02/04 00:53
-	91	cache near3 (purg\$3 or replac\$3) same server	USPAT	2004/02/04 00:55
-	3	cache near3 (purg\$3 or replac\$3) near3 manager same server	USPAT	2004/02/04 00:57
-	8	cache near3 (purg\$3 or replac\$3) same proxy same server	USPAT	2004/02/04 00:57
-	1	("6463508").PN.	USPAT	2004/05/07 10:07
-	1	("6085193").PN.	USPAT	2004/05/07 10:11
-	1	("6,205,481").PN.	USPAT	2004/05/07 10:11
-	1	("6,272,598").PN.	USPAT	2004/05/07 10:12
-	1	("6,393,526").PN.	USPAT	2004/05/07 10:12
-	1	("6,622,168").PN.	USPAT	2004/05/07 10:16
-	1	("6,408,294").PN.	USPAT	2004/05/07 11:02
-	1	("6,427,149").PN.	USPAT	2004/05/07 10:21
-	1	((("6,408,294").PN.) and (advertis\$8 near8engine)	USPAT	2004/05/07 11:03
-	1	((("6,408,294").PN.) and (advertis\$8 same engine)	USPAT	2004/05/07 11:03

-	1	("6,412,004").PN.	USPAT	2004/05/07 13:10
-	1	("5,768,528").PN.	USPAT	2004/05/07 14:30
-	1	("6085193").PN.	USPAT	2004/05/07 15:10
-	1	("5727178").PN.	USPAT	2004/05/07 15:12
-	2	(("6081665") or ("6542920")).PN.	USPAT	2004/05/07 15:12
-	74	JAR near5 stream	USPAT; US-PGPUB; EPO; JPO	2004/09/30 09:20
-	3	JAR near5 stream same plug\$5	USPAT; US-PGPUB; EPO; JPO	2004/09/30 09:21
-	38	JAR and java and (stream\$3 same plug\$5)	USPAT; US-PGPUB; EPO; JPO	2004/09/30 09:27
-	3	realplayer and java and JAR	USPAT; US-PGPUB; EPO; JPO	2004/09/30 09:39
-	4	Quicktime and java and JAR	USPAT; US-PGPUB; EPO; JPO	2004/09/30 09:47
-	124	player and java and JAR	USPAT; US-PGPUB; EPO; JPO	2004/09/30 09:47
-	68	(player same application) and java and JAR	USPAT; US-PGPUB; EPO; JPO	2004/09/30 10:13
-	1	("6427149").PN.	USPAT	2004/09/30 10:13